GAME BOY ADVANCE

AGB-A9CE-USA

HIP GAMES

INSTRUCTION BOOKLET / LIVRET D'INSTRUCTION

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

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CT SPECIAL FORCES 2

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Background

Having scored a notable victory in their fight to halt the activities of the terrorist group, the Network, the CT Special Forces unit resumes its training schedule at a secret location.

However, various intelligence sources report a renewed build-up of terrorist activity and certain countries are under threat. It is likely that these terrorists groups are linked, but there is no hard evidence to date...

The combat experts in the CT Special Forces unit are on constant red alert and, if necessary, are willing to sacrifice their lives to preserve world peace!

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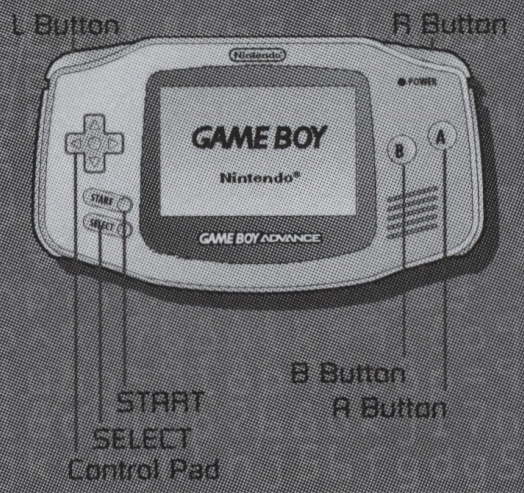
Starting

Ensure that the Game Boy® Advance is switched off. Do not insert or remove the Game Pak while the system is switched on. Insert the "CT Special Forces Back to Hell" Game Pak into the Game Boy® Advance slot, taking care to insert it correctly. Press firmly to ensure the Game Pak is securely located in the system. Switch the system on by turning the button to ON.
Select the language using the Control Pad and confirm your choice with the A Button. When the "CT Special Forces Back to Hell" presentation screen appears, press START to access the main menu.

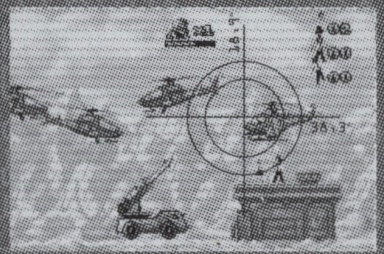


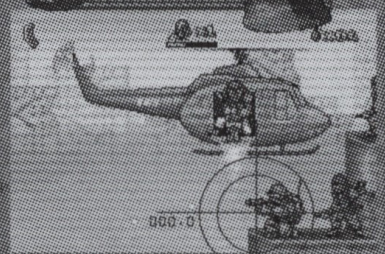
¬Stealth Owl¬ continues to perfect his combat techniques in urban operations; he is now expert at handling a pump-action rifle.

¬Raptor¬'s speciality is infiltration in hostile terrain and he is experienced in handling heavy weapons; the grenade-launcher is a favorite of his.

¬Aquila One¬ has the pick of the latest generation of combat helicopter, armed with devastating air-to-air missiles and frag bombs.

This elite corps has a new recruit, codename : Avenger. An ace helicopter pilot. Avenger distinguished himself during operations in the Balkans. He has received specialist training to rescue hostages in situations of extreme danger.





Main menu

Select your game mode using the Control Pad and confirm using the A Button. Use the B Button to deselect and to go back a stage.

< Mission

This is the main game mode. Eliminate the terrorist threat!

< Passwords

Passwords are provided at the end of each successfully completed level. To continue a game, select the correct numbers.

< Options

Adjust the game parameters and view the credits. You can also set the difficulty level (easy, medium or difficult).

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THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

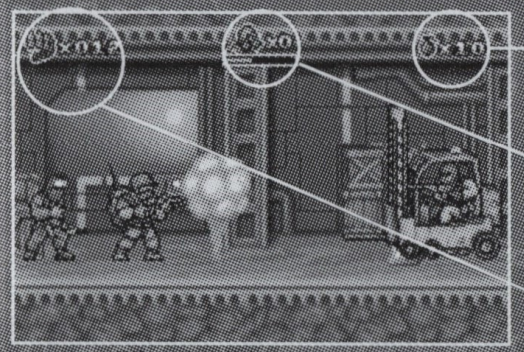
< Challenge

Two players can play in this mode by connecting two Game Boy® Advance systems.
Two "GT Special Forces Back to Hell" Game Paks are required in this mode: connect two Game Boy® Advance systems with the Game Boy® Advance Game Link® Cable and select "challenge mode" in the main menu. Player 1 must then press the A Button to confirm. The Control Pad allows the player to select a character (Left and Right) and a map (Up or Down).

Game controls

Mode	Platform	Parachute	Sniper	Helicopter	Rescue
Up (Control Pad)	Look up	-	Move sights up	Forward	Upward
Right (Control Pad)	Run right	Steer right	Move sights right	Turn right	Forward/backward
Down (Control Pad)	Crouch	–	Move sights down	Backward	Downward/land
Left (Control Pad)	Run left	Steer left	Move sights left	Turn left	Forward/backward
A Button	Jump	Open parachute	Fire	Fire bomb	Change direction
B Button	Fire	Open parachute	Fire	Machine gun fire	Machine gun fire
L Button	Select a weapon	-	-	-	Change direction
R Button	Launch a grenade	-	-	-	Change direction
START	Pause	Pause	Pause	Pause	Pause
SELECT	-	-	-	-	-
SPECIAL:					
Up+Left /Right + B Button	Diagonal fire standing	-	-	-	-
Down, then Up+Left /Right +	Diagonal fire crouching	-	-	-	-
B Button Down + A Button	Roll	-	-	-	-

Screen icons in game modes

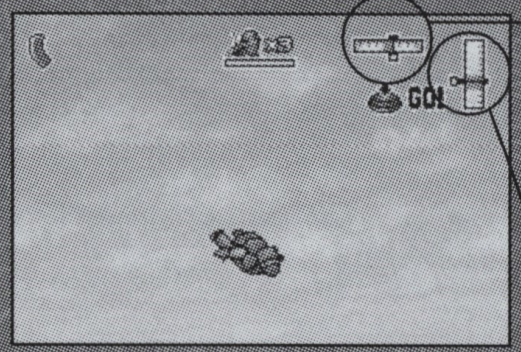


<Grenades remaining

<Character
<Lives remaining
<Life bar of character

<Weapon selected
<Ammunition available

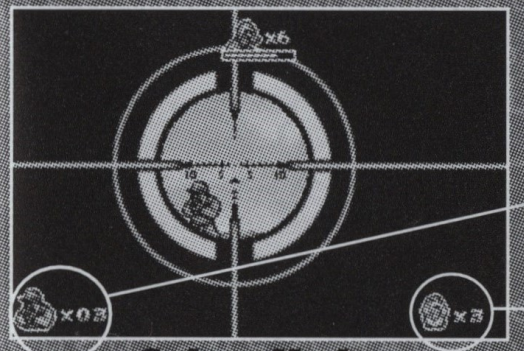
Mode Platform/ Helicopter



<Radar:
the green zone indicates your landing area

<Altimeter:
the green zone indicates the optimum moment to open your parachute

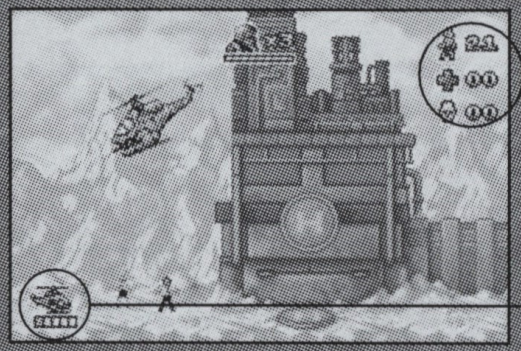
Parachute jump Mode



<Terrorists to eliminate

<Hostages to be rescued

Sniper Mode



<Hostages to be rescued
<Hostages rescued
<Hostages lost

Helicopter capacity

Rescue Mode

1 < Helicopter Bonuses

Double fire Your helicopter gains double the fire capability currently available.

Special Your helicopter gains a special weapon.

Repair Repair your helicopter (your life level is at maximum).

2 < Ammunition Bonuses

Rapid fire You gain 50 rounds of rapid fire.

Rockets You gain 15 rockets.

Flame-throwers You gain 200 flame-thrower charges.

Grenades You gain 7 grenades.

Special You gain 15 rounds of ammunition for the CT Special Forces special weapon.

3 < Action Bonus

Parachute Get your parachute on and jump into the void. Remember to open your parachute at the right time and place!

Sniper You go into sniper mode or precision aim. You must free the hostages and eliminate their captors.

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4 < Life Bonuses

Energy The player gains 50 life points.

Extra Life If the player frees all the hostages in sniper mode, he gains an extra life.

www.ctspecialforces.com

CT SPECIAL FORCES 2

BACK IN THE TRENCHES

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Histoire

Après avoir brillamment mis fin aux agissements des terroristes du Réseau, l'unité CT Special Forces poursuit son entraînement dans un lieu tenu secret.

Cependant, de sources concordantes, l'activité terroriste connaît une récente recrudescence, et les intérêts de plusieurs nations sont menacés. Il semblerait que ces groupes terroristes soient liés entre eux, mais aucune preuve tangible n'existe à ce jour...

Les experts au combat de l'unité CT Special Forces se tiennent prêts et, s'il le faut, donneront leurs vies pour préserver la paix dans le monde !

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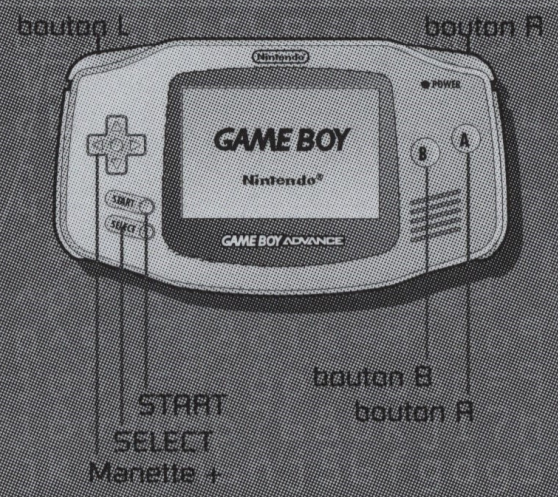
Démarrage

Assure-toi que le Game Boy® Advance est éteint. Il ne faut jamais insérer ou enlever la cartouche lorsque la console est allumée. Insère la cartouche de jeu "CT Special Forces Back to Hell" dans la fente du Game Boy® Advance prévue à cet effet en respectant le sens d'insertion. Appuie fermement pour verrouiller la cartouche dans la console. Allume la console en mettant le bouton sur ON. Sélectionne la langue de ton choix avec la manette + et valider avec le bouton A. A l'écran de présentation "CT Special Forces Back to Hell", presse START pour accéder au menu principal.



¬Stealth Owl¬ continue de parfaire ses techniques d'intervention en milieu urbain. Il est devenu par ailleurs un expert dans le maniement du fusil à pompe.

¬Raptor¬ spécialiste des missions d'infiltration en terrain hostile, a encore progressé dans le maniement de l'arme lourde et en particulier du lance-grenades.

¬Aquila One¬ s'est vu doté de la dernière génération d'hélicoptère de combat, armé de missiles air-air dévastateurs et de bombes à fragmentation.

Un nouveau membre est venu rejoindre cette unité d'élite, son nom de code : Avenger. C'est un pilote d'hélicoptère émérite, remarqué lors de ses interventions dans les Balkans. Il est formé au rapatriement d'otages dans des conditions extrêmes.

Menu Principal

Sélectionne ton mode de jeu à l'aide de la manette + et valide avec le bouton A. Le bouton B permet de désélectionner et de revenir en arrière.

< Mission

C'est le mode principal de jeu. Il faut mettre fin à la menace terroriste !

< Mot de passe

Les mots de passe sont obtenus à la fin de chaque niveau réussi. Pour continuer une partie, sélectionne les chiffres correspondants.

< Options

Permettent d'ajuster les différents paramètres du jeu et de visualiser les crédits. Vous pouvez également régler le niveau de difficulté (facile, moyen, difficile).

GBA LINK CABLE

CETTE CARTOUCHE INCLUT UN MODE MULTI-JOUEURS QUI NECESSITE UN CABLE GAME BOY® ADVANCE GAME LINK®.

< Challenge

C'est le mode qui permet de jouer à deux en même temps en connectant deux Game Boy® Advance. Ce mode nécessite 2 cartouches " CT Special Forces Back to Hell ". Relie deux Game Boy® Advance avec le Câble GBA® Game Link® et sélectionne le mode " Challenge " dans le menu principal. Le joueur 1 appuie sur le Bouton A pour valider. La Manette+ permet de choisir un personnage (Manette+ Gauche et Droite) et de sélectionner une carte (Manette+ Haut et Bas).

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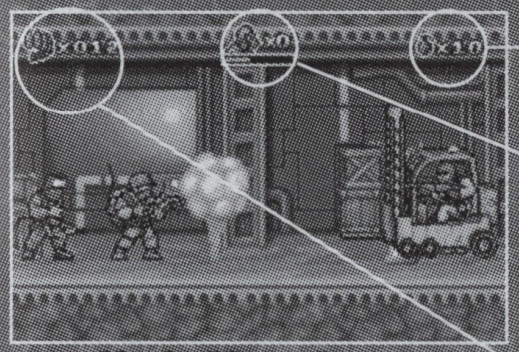
Commandes du jeu

Mode	Plateforme	Parachute	Snipe	Hélicoptère	Sauvetage
Haut (Manette +)	Regarder en haut	-	Déplacer la visée en haut	Avancer	Monter
Droite (Manette +)	Courir à droite	Se déplacer à droite	Déplacer la visée à droite	Aller à droite	Avancer / reculer
Bas (Manette +)	Se baisser	-	Déplacer la visée en bas	Reculer	Descendre / attérir
Gauche (Manette +)	Courir à gauche	Se déplacer à gauche	Déplacer la visée à gauche	Aller à gauche	Avancer / reculer
Bouton A	Saut	Ouverture du parachute	Tir	Tir bombe	Changer de direction
Bouton B	Tir	Ouverture du parachute	Tir	Tir mitrailleuse	Tir mitrailleuse
Bouton L	Sélectionner une arme	-	-	-	Changer de direction
Bouton R	Lancer une grenade	-	-	-	Changer de direction
START	Pause	Pause	Pause	Pause	Pause
SELECT	-	-	-	-	-
SPECIAL:					
Haut + Gauche/Droite + Bouton B	Tir debout en diagonale	-	-	-	-
Bas - Haut + Gauche/Droite + Bouton B	Tir accroupi en diagonale	-	-	-	-
Bas + Bouton A	Roulade	-	-	-	-

Tableaux de bord des différents modes de jeu



Nombre de grenades restantes

<Personnage joué

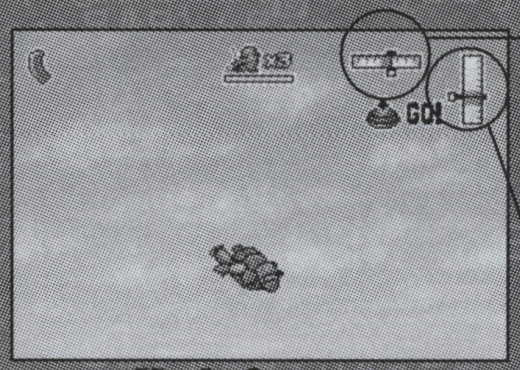
<Nombre de vies restantes

<Barre de vie du personnage

<Type d'arme sélectionnée

<Nombre de munitions disponibles

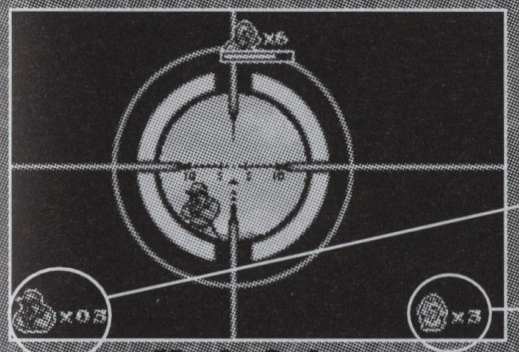
Mode Plate-forme / Hélicoptère



<Radar: la zone verte correspond à votre zone d'atterrissage

<Altimètre: la zone verte correspond à la zone de déclenchement optimale du parachute

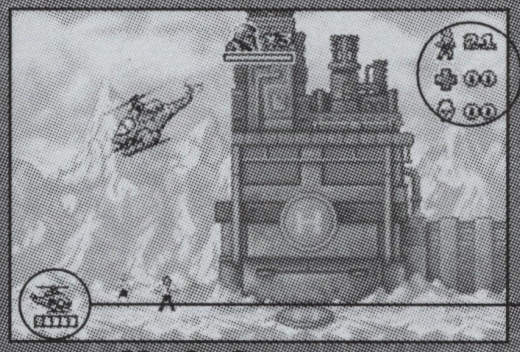
Mode Saut en Parachute



<Nombre de terroristes à éliminer.

<Nombre d'otages à sauver

Mode Snipe



<Otages à sauver

<Otages libérés

<Otages perdus

Occupation de l' hélicoptère

Mode Sauvetage

< Bonus Hélicoptère

¬Double tir¬ Votre hélicoptère double ses tirs

¬Special¬ Vous obtenez l'arme spéciale de l'hélicoptère

¬Reparation¬ Vous réparez votre hélicoptère (votre niveau de vie atteint son maximum)

< Bonus Munitions

¬Rafales¬ Vous recevez 25 tirs rafales

¬Roquettes¬ Vous recevez 10 roquettes

¬Flammes¬ Vous recevez 100 recharges flammes

¬Grenades¬ Vous recevez 5 grenades

¬Special¬ Vous recevez des munitions pour l'arme spéciale de votre personnage

< Bonus Action

¬Parachute¬ Vous vous équipez d'un parachute et sautez dans le vide. Déclenchez votre parachute au bon moment et au bon endroit !

¬Snipe¬ Vous passez en mode snipe ou visée de précision. Il faut sauver les otages et éliminer leurs ravisseurs.

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< Bonus Vie

¬Energie¬ Permet au joueur d'obtenir 50 points de vie

¬Extra Life¬ En libérant tous les otages dans le mode snipe, le joueur gagne une vie supplémentaire

www.ctspecialforces.com

L.S.P. Presents CT SPECIAL FORCES 2

BACK IN THE TRENCHES

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